SOFTWARE DEVELOPMENT PROJECT TEMPLATE

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Organisation

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Logo

Optional logo

Contents

1 | Revision History

Date	Version	Description	Author
02.02.2020	1		

2 | General Information

Project Summary	
Project Name	Project ID
Project Manager	Main Client
Key Stakeholders	
Executive Summary	

3 | Vision

Create a vision document for the system. This should be a document covering about half an A4 page describing the system. The purpose of the document is to make sure that everyone involved in the project has the same vision of what is to be created. Use the “Assignment Overview” and previous subtasks as your source for what to write. In addition, write down your reflections on creating a vision document. This reflection should be about 100 words.

4 | Project Plan

Write a project plan for the project. This project plan should show the way to the complete and finished application, something that you should be able to follow. Write as much as possible in the project plan, use the material available on mymoodle (deadlines etc.), and update the document throughout the course when you know more in the later assignments. Again, as an addition, write down your reflections on creating a project plan. This reflection should be about 100 words.

4.1 Introduction

What it is in a short an clear way.

4.2 Justification

Why should the application be made?

4.3 Stakeholders

List and define the different stakeholders for the project.

4.4 Resources

What resources are available and used to create the application?

4.5 Hard- and Software Requirements

Specify what is used to develop and later run the software developed.

4.6 Overall Project Schedule

What are the important dates for deliverables?

4.7 Scope, Constraints and Assumptions

Detail what is part of the project and what is outside – specify the scope of the project.

5 | Iterations

Plan for four iterations, including this. This is a fine-grained plan on what is to be done in each iteration and with what resources. To begin with, this is a plan of what we *expect* to do, update this part with *additions* (never remove anything) when plans do not match up with reality. Also make time estimates for the different parts.

In this course the overall planning has in some ways already been decided, so use the template to provide more details on specific tasks that define *your* project. Remember that you can plan to add features to any of the phases as long as the main focus is also met.

The first assignment is to complete iteration one.

5.1 Iteration 1

The first iteration is this project plan along with some degree of implementation. Complete the documentation first so that the implementation goals are met in code. You need to implement an idea and some skeleton code for your project to work with. This is assignment one.

5.2 Iteration 2

In this iteration you need to add some features to the game *but* after you have first modelled them using UML. All diagrams need to be included in the project documentation and should be implemented in the way modelled.

5.3 Iteration 3

You may include additional features to the game in this iteration, but the main focus is on *testing*. Plan, perform and document your tests in this iteration.

5.4 Iteration 4

The outcome of this iteration is *the complete* game. Reiterate the steps in iteration 1 – 3 for a set of new features but also remember to see the project as a whole, not only its parts.

6 | Risk Analysis

All projects face risks that make it important to prepare for what might happen. Use the chapters in the book as well as the content of the lectures to identify the risks within this project. As always, write down your reflections on creating a risk analysis. This reflection should be about 100 words.

6.1 List of risks

List the identified risks and specify, as far as possible, the probability of them happening as well as the impact they would have on the project.

6.2 Strategies

Prepare for the risks by having strategies for avoiding the risks as well as minimising the impact of them if they do occur.

7 | Time log

Each assignment must be accompanied with a time log. This time log should contain the date, time and task to be performed. The reason for doing this is for you to get some experience in estimating your own time – creating a time log is one of the best ways of doing this. Take into account the time for learning and understanding of the problem when you plan the time. Make your planning with 15 minutes as the minimum unit. In the time log you start by *planning* the amount of time you believe a task will take and after it is done you mark *the actual time*. If every entry that has a difference in planned and actual time spend, analyse the time difference.

8 | Handing in

All assignments have a number of files to hand in. The overall advice is to *keep it simple*. Make it easy for the reciever to understand what the files are by using *descriptive* file names. Use as *few* separate documents as possible. Always provide a *context*, that is *do not* send a number of diagrams in "graphics format", but always in a document where you provide the purpose and meaning of the diagrams. Remember that the "reciever" is in reality a customer and as such has very little knowledge of the diagrams and documents – always provide context that make anything you hand in understandable to a non-technical person.

To hand in an assignment, make a git release and hand in the link via Moodle to that release.